Virtual Golf

No more power meters – you control your swing by moving the mouse.

Virtual Golf is not like any golf game you have ever played. Your shot is controlled by the movement of the mouse giving a degree of direct control and 'feel' that is unparalleled.

Power is gained by a smooth backswing and a good follow through but chip shots will require all the delicate skill and judgement that you need on the course. Hooking and slicing come into play by opening and closing the face of the club (mouse) and also by a bad swing.

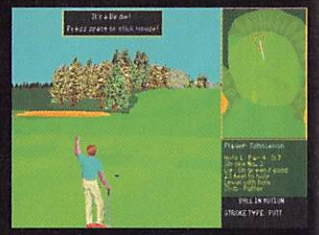
As with the real thing your primary objective is to improve your handicap which starts at 28. When you are ready you can play assessment rounds (which can take you up as well as down) and as you progress you will gain the opportunity to enter the 6 increasingly competitive tournaments that are included.

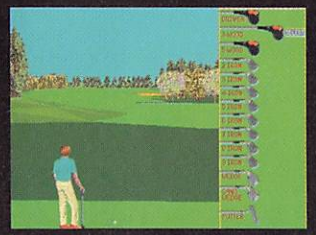
The course (which consists of over 1 Megabyte of data) is based on Wentworth and includes hills, ditches, digitised trees, bunkers and paths to create an unsurpassed illusion of reality. The greens are varied and undulating to add to the challenge that putting demands on real greens and the ball convincingly responds to the slightest changes in the slopes.

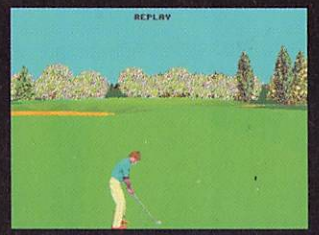
In Virtual Golf, the author Gordon Key has produced a simulation that anyone can play and enjoy yet will challenge and satisfy even the most ardent golf fan.

Features include:

- Up to 4 Players
- Strokeplay
- Matchplay
- Six Tournaments
- Animated Course Maps
- Auto-caddy
- Replays
- Gamesaving
- Course Viewing Options
- Extensive Practice Options
- Driving Range
- Left handed Facilities







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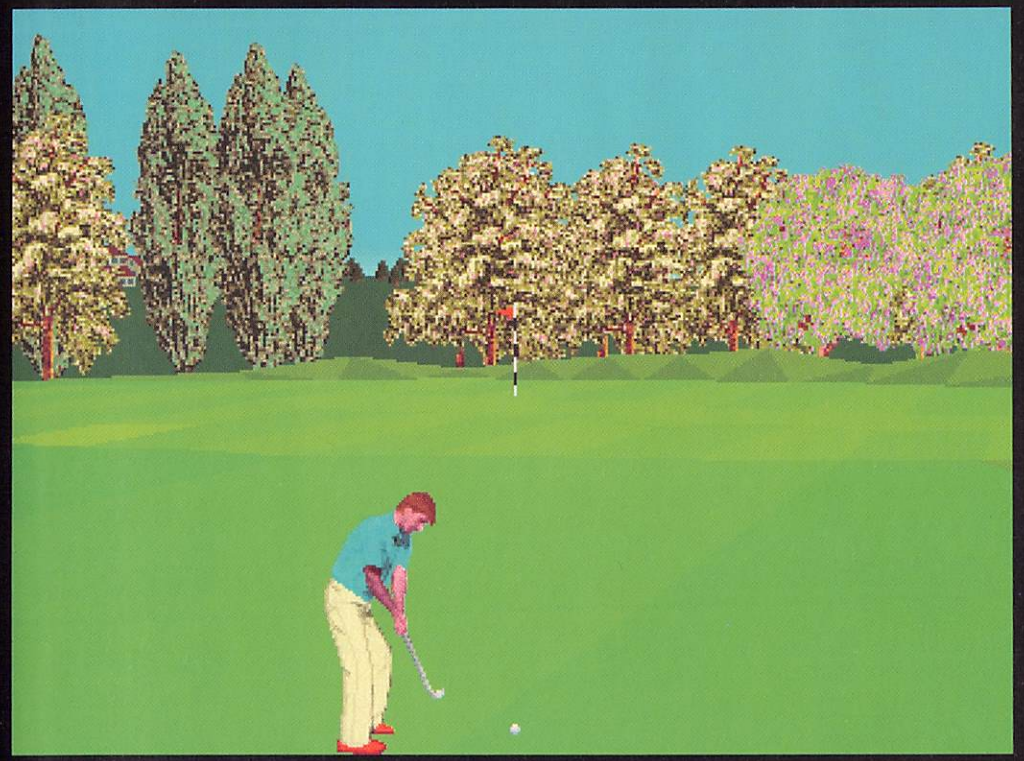
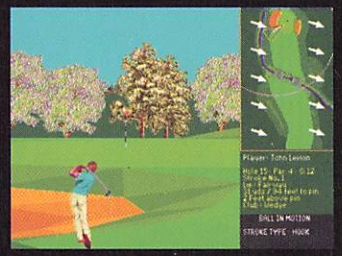
Virtual Golf

For All 32-bit
Acorn Risc Machines
Requires 2 Megabytes

Virtual Golf

'It's almost worth selling your clubs to buy it!'





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Written by Gordon Key